

read - 10/17/92

Scoutmaster Scheme - Wilson Coneybear

Let Dan ~~get~~ out of woods  
without being a callous bystander  
- perhaps get sick

Close line about never a failure  
Don't end with a close

**SHINING TIME STATION**

**"SCOUTMASTER SCHEMER"**

**BY**

**WILSON CONEYBEARE**

From characters and storylines created by  
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**TORONTO DRAFT**  
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SCENE 1  
(MAINSET)

(STACY, KARA AND BECKY, SITTING ON BLANKET IN FRONT OF INFO BOOTH, SURROUNDED BY CAMPING STUFF, WEARING CAMPING GEAR, ARE DOING A CHECK LIST)

STACY:

Okay, I'll list all the stuff we need for our camping trip and you check them off. Whistles for around our necks in case we get lost.

KARA:

Check!

STACY:

Flashlights.

BECKY:

Check!

STACY:

Tent poles and rope.

KARA:

Check!

STACY:

Sandwiches.

BECKY:

Check.

STACY:

Well, I think that's most of it.

SCENE 1 (CONT'D)

BECKY:

Stacy, I'm glad we ~~got~~<sup>have</sup> you as leader for the wilderness weekend instead of you-know-who.

STACY:

Don't be too hard on Schemer. I'm sure he's doing his best with the boys.

(WHISTLE SHRIEK, THEY TURN. FROM REAR WE SEE DAN AND SCHEEME GOOSE-STEPPING IN, LOADED DOWN WITH ALL SORTS OF GEAR. SCHEMER, IN RIDICULOUS RANGER RICK OUTFIT, MARCHES BEHIND THEM, SHOUTING AT THEM THROUGH BULLHORNS)

SCHEMER:

Hep-cat two three four,  
hep-cat two three four,  
about two-faced! Dump gear!

ARE

(BOYS DUMP GEAR IN ARCADE. THERE ~~IS~~ ALREADY TONS OF STUFF THERE. SCHEMER BLOWS WHISTLE AND BULLHORNS)

Roll call!

(BOYS RUSH TO LINE UP)

Scout Dan!

DAN:

Here!

SCHEMER:

Here what?

DAN:

Here, Master Scout Sergeant Schemer, Sir!

SCENE 1 (CONT'D)

SCHEMER:

That's better. Stomach  
out, chest in.

(POINTS TO DAN'S SHIRT)

Is that food I see on  
your shirt? Gimme ten!

(DAN SIGHS, REACHES IN HIS POCKET,  
GIVES SCHEMER TEN CENTS)

That's better.

SCHEEME:

Uncle Schemer, Master  
Scout Sergeant, sir! How  
come Dan has to pay you  
ten cents for food on his  
shirt when you have  
cheese giggle crumbs on  
you.

SCHEMER:

That's it, *you* bought  
yourself another one,  
Scout Schemee! Boot  
polishing time!

*That's  
insubordination*

(SCHEEME TO POLISH)

As for you, Scout Dan--uh  
...sweep up the arcade.  
Okay?

DAN:

Sweep up the arcade?  
But--

SCHEMER:

(INTO BULLHORN)

This is wilderness  
survival, Scout Dan, not  
some joy ride.

(DAN SIGHS, GOES TO WORK)

SCENE 1 (CONT'D)

SCHEMER:

(TURNS, BULLHORN IN STACY'S EAR)

Wilderness survival, Miss Jones!

STACY:

(PUSHES BULL HORN OUT OF THE WAY)

Schemer, the whole idea of these trips was to teach the kids about camping out, having fun, teamwork, learning skills! Not sweeping arcades and polishing your boots.

SCHEMER:

Miss Jones, let me correct you. When Schemer teaches scouting he's teaching a boy about life, and life, Miss Jones, is a jungle, a veritable potpourri of rabid woodland animals. I'm going to teach these boys to become men, tough men, real men, the kind of man who knows what it means to be a man and do it manly, as only a man can!

STACY:

Oh, it that so? Well, I've just taught Kara and Becky how to set up a tent, start a fire, cook food, stay warm, and find clean water. Have you taught the boys that yet, or isn't that part of being a man?

SCENE 1 (CONT'D)

SCHEMER:

Anybody can do those  
things. Scout Scheeme,  
Scout Dan! Set up a  
tent, and uh--make me  
some food!

SCENE 1 (CONT'D)

(DAN AND SCHEEME LOOK AT ONE ANOTHER. SCHEEME RAISES HIS HAND)

SCHEMER:

Question, Scout Scheeme?

(KARA AND BECKY LOOK AT ONE ANOTHER)

BECKY:

I'm really glad we ~~got~~<sup>have</sup>  
Stacy as our leader. ✓

(KARA NODS)

CUT TO:

SCENE 2  
(INT. JUKEBOX-DRESSING ROOM)

(PUPPETS LOUNGING AROUND)

DIDI:

A camping trip! What  
a great idea.

TITO:

Yeah, man, I can see it  
now. Under the stars,  
surrounded by nature.  
Whoo, just thinkin'  
about it gives me the  
all-overs!

DIDI:

How do we do it, Tex?  
Rex?

GRACE:

Yeah, gives us all your  
cowboy knowledge. How  
do we start? ✓

REX:

Well, first you get  
yourself a big ol'  
trailer with a couple of  
beds and a kitchen  
inside of it.

TEX:

True 'nuff, Rex. Then  
you put a nice big TV  
set in there....

REX:

And don't forget the  
electric toothbrush!

SCENE 2 (CONT'D)

DIDI:

That's not campin!  
You have to stay in a  
tent to go camping, and  
I know just where to go.  
Follow me!

(ALL HEAD OUT AS WE)

DISSOLVE TO:

SCENE 3

(ARCADE/MAINSET)

(SCHEMER IS STANDING IN FRONT OF ONE OF THE MACHINES LOOKING AT HIMSELF IN A REFLECTIVE SURFACE, MAKING SURE HIS SHIRT IS CLEAN; CALLS OUT ON BULLHORN)

SCHEMER:

Scout Scheeme!

(SCHEEME APPEARS)

Where's my sandwich?

SCHEMEE:

We're almost out of food.  
You already ate most of it.

SCHEMER:

As Scout Sergeant Schemer  
I will decide how rational  
our rations are. Now get  
cooking!

(INTO BULLHORN)

Master Scout Schemer  
looking for tent! Does  
not see tent!

(WE SEE DAN IS TRYING TO PUT UP TENT ALONE IN ARCADE, AND HAVING A TOUGH TIME. STACY APPEARS BY SCHEMER)

DAN:

I think I <sup>ve</sup> almost got it. ✓

STACY:

Schemer, can't you do  
anything but shout  
through that thing?

SCENE 3 (CONT'D)

SCHEMER:

Miss Jones, for your information I'm trying to show Dan how to put up a tent. That is my intent. Get it?? My in-tent!

STACY:

But no one can put up a tent alone. It takes teamwork.

SCHEMER:

Ha! Any real man of the woods can put up a tent alone.

STACY:

Well, Mr. Man of the Woods, why don't you try it?

(SCHEMER STARES AT HER, TAKES THE DARE, SHOUTS IN BULLHORNS TO DAN)

SCHEMER:

Master Scout Sergeant Schemer putting up tent now!

(DAN STEPS ASIDE, SCHEMER HANDS HIM BULLHORN, PROCEEDS TO FIDDLE WITH TENTING)

will now demonstrate the official Schemeriff technique for putting up a tent,

SCENE 3 (CONT'D)

SCHEMER:

See, it's simple. This  
uh, doohickey goes here  
and this...

(FINDING POLE HE DOESN'T KNOW WHAT  
TO DO WITH, THROWS IT ASIDE)

...fastens here and  
there! A man's tent is  
his castle!

(HE STARTS TO GET IN THIS MESS.  
DURING FOLLOWING, KARA AND BECKY  
APPEAR TO WITNESS TENT FALLING ON  
SCHEMER)

Just as cozy as can be  
in here, it's--Hey,  
there's no night lite!  
It's dark!

STACY:

Oh, Master Scout Ser-  
geant Schemer, it looks  
like your castle walls  
are crumbling!

(SCHEEME APPEARS WITH SANDWICH,  
LOOKS AT DAN AND STACY, THEN AT  
TENT)

SCHEEME:

Where'd my uncle go?

(STACY POINTS. SCHEEME GOES OVER,  
LIFTS ONE FLAP, REVEALS A PANICKED  
SCHEMER, WHO IMMEDIATELY SEES  
EVERYONE LOOKING AT HIM, SCOOTS  
OUT, GRABS SANDWICH)

SCENE 3 (CONT'D)

SCHEMER:

It's about time I got some grub around here! Come on Scheeme, we're going to inspect the woods for a campsite! Tents aren't everything to camping. There's bugs and prickles and wild animals. Uh-- you go first Scheeme. Let's go!

before we put up our tent  
we need to

Putting up tents is the just, a  
part of camping. The main thing  
they is to win the battle  
of the bugs, the prickles,  
and the wild animals.

(THEY EXIT. MR. C POPS UP ON INFO BOOTH, PEEKS AROUND LEDGE)

MR. C:

Are they gone? I certainly hope so, because I'm nervous enough as it is.

KARA:

Hi, Mr. Conductor. What are you nervous about?

MR. C:

I'm taking my conductor's refresher course today.

BECKY:

What's that?

STACY:

That's when a conductor has to brush up on all the things conductors are supposed to know. Have you checked your hole puncher?

MR. C :

Until I'm punchy.

STACY:

Your whistle?

SCENE 3 (CONT'D)

MR. C:

Clean as a whistle.

STACY:

Your "all aboard?"

MR. C:

"All abo-oard!!"

STACY:

Sound like you'll do just fine, Mr. Conductor.

MR. C:

I hope so. I'd never want my conductor skills to get rusty. That would let everyone down.

BECKY:

Why would it let everyone down?

MR. C:

Well, being a conductor is really about helping people get from one place to another as safely as possible. It's a little like camping, too-- it takes being prepared. Maybe the picture machine can explain it. *what it takes to be prepared*

✓  
3

(KIDS GO TO NICKELODEAN AND WE)  
GO TO:

SCENE 4  
(MUSIC VIDEO SEGMENT)

(THEN TIME DISSOLVE TO:)

SCENE 5  
(MAINSET)

(MR. CONDUCTOR, UP ON RAILING, IS PULLING ROPE WITH ALL HE'S GOT. WE SEE HE IS HELPING DAN, KARA, BECKY, AND STACY PUT UP THE TENT)

BECKY:

One more pole and then you can let go, Mr. Conductor.

MR. C:

Oh, don't worry about me. I could hold this rope all day.

STACY:

Okay, Dan, you tie your end down...

*MC is*  
(DAN FLYING THROUGH THE AIR. HE LANDS ON TOP OF THE JUKEBOX, SHAKES HIS HEAD TO CLEAR IT)

]- ✓  
- necessary.

STACY:

Mr. Conductor, are you all right?

MR. C:

Oh I'm fine, but next time I put up a tent, I'll be sure to fasten my seat belt.

DAN:

Yeah, but look! We <sup>ve</sup> got <sup>out</sup> ✓ or we have  
the tent up.

(HE POPS OFF AS SCHEMER AND ENTERS, SHOUTING IN BULLHORN, LITTLE SCHEMEE BEHIND HIM)

SCENE 5 (CONT'D)

SCHEMER:

Campsites has been found and scouts are moving out! This is not a drill, repeat, this is not a drill. This is the real thing! Men, pack up all this junk and --

(OFF BULLHORN, SEES TENT)

How did that get there?

STACY:

Oh, just a little something called teamwork.

SCHEMER:

Teamwork? Ha! when it comes to surviving in the great outdoors, teamwork has nothing over Scheme-work.

STACY:

Well, Mr. Great Outdoors, I hope you know what you're doing, because I'd say it looks like rain.

SCHEMER:

Do I look like a man frightened of a little H30? All it means is I won't have to take a shower this month.

(BECKY AND KARA COME OVER TO STACY)

BECKY:

Stacy, we're not going camping in the rain, are we?

SCENE 5 (CONT'D)

STACY:

We-el, I think we can probably hold off and camp in the station tonight.

SCHEMER:

Camp in the station! You call that survival?

STACY:

What are you going to do, sleep in the cold? You haven't packed any sleep-bags or tents--

KARA:

--No food, no lanterns--

BECKY:

--no raincoats, no flash-lights, no--

SCENE 5 (CONT'D)

SCHEMER:

Oh yeah? Well, anybody can camp with those things. It takes real men to face the wilds and know they can survive. It we're hungry we can eat, uh, bark and insects bear. *like bears do.* ✓

(DAN AND SCHEEME REACT TO ALL THESE ITEMS)

If it rains we'll build a log cabin. In short, we will live off the land in the tradition of that great American frontiersman--Pat Boone!

(SHOUTS THROUGH BULLHORN)

Scouts ready?? Let's move out! Hep-cat two three four, hep-cat two three four --

(AS THEY MARCH OUT, THE BOYS CARRYING ALL THE "GEAR")

SCHEEME:

But I don't want to eat bugs, Uncle Schemer!

FLIP TO:

SCENE 6  
(JUKEBOX)

(THE PUPPETS, ALL IN CAMPING GEAR,  
ARE READY TO MOVE OUT AS WELL,  
EXCEPT TEX AND REX)

TITO:

All cool camping dudes  
ready?

DIDI:

Where are Tex and Rex??

(THEY LOOK AROUND. TERRIFIED TEX  
AND REX POKE OUT FROM BEHIND DRUM  
KIT)

TEX:

We don't wanna go.

REX:

Yeah. Campin' is down-  
right scary, spelled  
E-E-E-E!

DIDI:

You guys are babies.

TITO:

Cool it, Didi. Maybe our  
two cowpokes just need  
something to get them in  
the mood as we get to  
hikin'. I got it! One  
two three four!

(THEY GO INTO PUPPET SONG:)

SCENE 6 (CONT'D)

PUPPET SONG-TBA

SCENE 6A

(INT. JUKEBOX-ELEVATOR/VAULT)

(EVERYONE HEADS OUT. DURING SONG THEY GO ON ELEVATOR [MAYBE ROPED AROUND ONE ANOTHER FOR SAFETY] USE FLASHLIGHTS, WHISTLES, FINALLY SET UP CAMP IN VAULT. END WITH TITO LYING ON HIS BACK BESIDE HIS TENT)

TITO:

Man, the thing about  
campin' is there's noth-  
ing better than just  
gettin' away from it all!

DISSOLVE TO:

SCENE 7  
(MAINSET)

(ITS NIGHT AND STACY AND KARA AND BECKY, ALL WEARING CAMPING CLOTHES, HAVE SET UP TENTS AND BLANKETS AND ARE HUDDLED AROUND A LANTERN, MUNCHING ON COOKIES, MARSHMALLOWS, ETC. MR. C SITS WITH THEM)

STACY:

Mr. Conductor, have you ever played the ~~the~~ story game?

*pass on*

Mr. C:

Well, I'm not really sure. You see, I tell a lot of stories, and been in a lot of stories; I've heard of storybooks, storyboards, story writers and story awards, short stories, tall stories, whole stories and sob stories -- why, I've been on the forty-ninth-and-a-half story! but I've never heard of a story game.

???

BECKY:

It's simple, Mr. Conductor! All we have to do is make it up as we go along.

KARA:

One person starts the story and the next person tells another line, and we go around the ~~room~~ *circle* with each person adding to the story.

SCENE 7 (CONT'D)

MR. C:

Maybe you'd better show me. That way I'll be able to get the whole story.

STACY:

Well the best way to start is with something spooky!

BECKY AND KARA:

Yeah!

STACY:

How about this? "It was a dark and stormy night"...

(SFX: THUNDER CLAP)

STACY (CONT'D):

..."and the ship was lost at sea." Your turn, Kara.

KARA:

"The ship ~~was~~ hit a big rock, and the water started rushing in."

BECKY:

"The boat started to sink, but before it did, the captain jumped into the dark water." Your turn, Mr. Conductor. Mr. Conductor?

(THEY LOOK AND SEE MR. CONDUCTOR IS HIDING BEHIND HIS HANDS)

SCENE 7 (CONT'D)

MR. C:

Is it over yet? I can't  
look!

STACY:

Oh, Mr. Conductor, you're  
supposed to finish the  
story.

MR. C:

I am? Oh, instead of  
telling you how it turned  
out, what if I show you  
the ending?

STACY:

Fine with me. Kids?

KARA AND BECKY:

Sure!

MR. C:

Wonderful! Why don't we  
begin with the magic  
bubble?

(HOLD UP MAGIC BUBBLE AND WE GO  
TO:)

SCENE 8  
(MAGIC BUBBLE SEQUENCE - GEORGE PAL  
ACQUIRED FOOTAGE)

SCENE 9  
(MAINSET)

(ALL LAUGHING AT THE FOOTAGE)

(SFX: CRASH OF THUNDER)

KARA:

Yikes. That was close.

BECKY:

I hope ~~Dan~~ they're okay  
out in the woods. ✓

STACY:

Oh I'm sure they're all  
right. For all we know,  
they're over at Schemer's  
mothers' having cookies  
at this very minute...

DAN (OC):

Hi.

(THEY JUMP A MILE, REACT)

(DAN SAUNTERS IN SOAKING WET)

STACY:

Dan, you're soaking wet!

DAN:

I know. Is there  
anything to eat?

BECKY:

You better dry off or  
you're gonna catch cold.

STACY:

Kara, grab that towel.  
Dan, what happened?  
Where's Schemer and  
Scheeme?

SCENE 9 (CONT'D)

(DURING FOLLOWING THEY SIT. KARA HANDS DAN TOWEL, HE TOWELS OFF [OR STACY TOWELS HIS HAIR] WHILE HE MUNCHES ON THEIR FOOD)

DAN:

It's kind of hard to explain, Aunt Stacy. You see, Schemer tried to put up the tent by himself. But when he was stapling it to the tree, the tent blew into the woods.

BECKY:

Schemer tried to staple the tent to a tree?

DAN:

Yeah. We told him not to. Anyways, he and Schemee chased after the tent and ran into the woods. They didn't come back, and when it started to rain I came here.

✓

They sent Dan home

KARA:

You mean you just left them there?

]

DAN:

(SHRUGS)

I called, but I guess they didn't hear me.

]

STACY:

Oh no, I hope they're all right.

]

You should stick together

SCENE 9 (CONT'D)

MR. C:

Oh, I'm sure they are.  
But you know, it does  
remind me of the time  
Percy wouldn't listen and  
he got drenched, too.

DAN:

I'll bet Percy wasn't  
camping with Scout  
Sergeant Schemer.

MR. C:

Oh no, but it was almost  
as bad. Let me tell you:

(BLOWS WHISTLE AND WE GO TO:)

SCENE 10  
(THOMAS THE TANK ENGINE #37  
"PERCY TAKES THE PLUNGE")

SCENE 11  
(MAINSET)

DAN:

I feel like Percy!

MR. C:

How come?

DAN:

Well, he's never going to fall in the water again and I'm never going camping with Schemer again.

(SFX: ANOTHER THUNDERCLAP)

BECKY:

I'm worried about them.

STACY:

So am I. Is there anything you can do, Mr. Conductor?

MR. C:

Say no more, I'm out the door.

KARA:

But won't you be scared out there?

MR. C:

*You need never  
to be scared, not when  
you're prepared!*

(GRABS MARSHMALLOW AND FIREFLY OUT OF THE AIR)

SCENE 11 (CONT'D)

MR. C:

I have food and my fire-fly light, my whistle and my clothing that's bright, so I should be back before you can say nighy-night!

(HE'S GONE)

SCHEEMEE:

FOOD!

(ALL TURN THEIR FLASHLIGHTS AND REVEAL A TOTALLY SOAKED SCHEEMEE, RUSHING TOWARD THEM -- OR RATHER, THEIR FOOD)

DAN:

Here, Scheeme, here's a towel.

SCHEEMEE:

No towel! Food!

STACY:

Scheeme, what happened to your uncle?

SCHEEMEE:

You mean before or after he climbed into a tree?

STACY:

Climbed into a tree? I thought he was chasing the tent!

SCHEEMEE:

(NODS, STUFFING HIS FACE)

It blew into a tree. Uncle Schemer climbed the tree to get it down.

SCENE 11 (CONT'D)

BECKY:

What happened then?

SCHEMEE:

You mean before or after  
he fell out of the tree?

KARA:

He fell out of the tree?

SCHEMEE:

Don't worry. He landed  
in the mud. See, by then  
it had started to rain.  
That's probably why that  
wild animal was hiding in  
the bushes. — To get out  
of the rain.

✓

BECKY:

What wild animal?

SCHEMEE:

The one I just told you  
about. It was hiding in  
a log.

✓

KARA:

What log?

SCHEMEE:

The log Uncle Schemer got  
his foot caught in.

STACY:

Oh no!

SCENE 11 (CONT'D)

SCHEMEE:

But it was okay. I think the animal got scared off when Uncle Schemer started screaming. He was screaming real loud -- especially when he rolled down the hill into the creek.

STACY:

Oh, no! What did you do?

SCHEMEE:

I was hungry, so I came here.

STACY:

Schemee, you mean you left your uncle at the bottom of a hill, in a creek?

SCHEMEE:

I was hungry! He ate all our food!

STACY:

How do you know he's all right?

SCHEMEE:

Oh, I know he's okay because I heard him screaming for help.

STACY:

Schemee, didn't you think about going for help!

Whe

]

callous  
bystander

SCENE 11 (CONT'D)

SCHEMEE:

I'm here, aren't I? Pass  
the marshmallows, would  
ya?

CUT TO:

Stacy ]

Schemer, - - - - -  
When someone needs help, and you're with  
them, it's up to you to help them. They need

SCENE 12

(INT. JUKEBOX-VAULT)

(PUPPETS ARE ALL IN STATES OF  
DISCOMFORT AND BAD TEMPERS)

DIDI:

Marshmallows! Tito, they  
have food!

TEX:

Some home cooked vittles  
would sure go down well  
'bout now. Right Rex?

REX:

I'd just settle for  
getting out of this dump  
vault. Tex.

GRACE:

I'm freezing. Don't we  
have any blankets?

DIDI:

That's it! I'm for  
packing up and heading  
back upstairs.

(EVERYONE AGREES)

TITO:

Man, whose idea was this  
in the first place?

DIDI:

What do you mean whose  
idea? It was yours!

TITO:

Was not!

(ARGUMENTS. FINALLY GRACE BLOWS  
WHISTLE, EVERYONE STOPS)

SCENE 12 (CONT'D)

DIDI:

It seems to me, gang,  
that this is one gig we  
didn't rehearse too well.  
Next time we should be  
better prepared.

TEX:

You said it, sister. And  
right now me'n'Rex are  
prepared to hitch our  
wagons up and head on  
home!

(EVERYONE AGREES, START TO PACK UP,  
AS WE:)

CUT TO:

SCENE 13  
(MAINSET)

(STACY IS PUTTING ON COAT AND CHECKING HER FLASHLIGHT, KIDS WATCH HER)

STACY:

I'm going to look for Schemer.

(GINNY ENTERS, PRODDING SOMETHING ALONG BY THE END OF HER PITCHFORK. IT LOOKS LIKE A BEGGER WRAPPED IN SHREDDED CLOTHES, SOAKING WET)

GINNY:

Move along you varmint!

STACY:

Ginny! What in the world --

GINNY:

Miss Jones, it's lucky for you I was passin' by in my truck when I was, because what do I see pokin' around lookin' in the windows of Shining Time Station but this character here, six times sorrier than a cat in a shooting gallery and twice as sad. I screeched on the brakes and said to myself, "Throw me off of a passenger train, but that's someone up to no good!"

STACY:

Oh no, Ginny. But how do you know this person is up to no good?

SCENE 13 (CONT'D)

GINNY:

Because who in their right mind would be waltzin' around on a night like this but --

(SHE PULLS BACK RAGS AND REVEALS SCHEMER)

SCHEMER:

I admit it, I admit it! I don't know anything about camping, you don't ever want to talk to me again -- just don't let that -- cougar come after me!

GINNY:

Cougar? There're no cougars in this neck of the woods!

SCHEMER:

Oh yeah? Well it had a big furry tail and little small legs and a tiny nose and it was eating nuts and --

STACY:

Schemer, that doesn't sound like a cougar. You know what that sounds like? A squirrel.

SCHEMER:

A squirrel?

STACY:

Oh, Schemer, maybe you'd better sit down with us and get dry and have something to eat.

SCENE 13 (CONT'D)

SCHEMER:

Food? No I can't. I'm full. Too many sandwiches.

KARA:

Hey, Schemer, how's you get out of the creek?

SCHEMER:

The creek wasn't hard to get out of. But the swamp -- that was hard. I saw someone had a left a branch there, and I pulled myself out and tried to find my way home but...

(BREAKS DOWN)

Oh Miss Jones, Miss Jones, it was terrible. I thought I was a goner! Then I heard this little whistle--

STACY:

A little whistle...

(OVER SCHEMER'S SHOULDER, WE SEE MR. C GIVE THE THUMBS UP SIGN TO STACY, WHO WINKS AT HIM. HE POPS OFF AS SCHEMER CONTINUES)

SCHEMER:

I don't know where it came from, but I started to follow the sound of that whistle. And it brought me here but I couldn't come in because... well, I figured you kids never wanted to see me again!

would

SCENE 13 (CONT'D)

STACY:

Schemer, it sounds like  
you learned your lesson  
the hard way.

SCHEMER:

Yeah, I can never go  
camping again. I'm a  
failure.

STACY:

No, Schemer, your heart  
was in the right place,  
you just weren't  
prepared.

DAN:

You did find your way  
back to Shining Time  
Station, though.

SCHEMER:

I did? Hey yeah, I did.

STACY:

And who else would go  
through all this for the  
sake of scouting?

SCHEMER:

Hey that's right.

STACY:

So maybe next time you  
just need to prepare  
better and use a little  
team work.

SCENE 13 (CONT'D)

GINNY:

That's right, Schemer. Good ole fashioned team-work. That's everybody hitchin' their hay wagons up a gettin' to the orchard together. Hey, that reminds me! I do believe I've got some cider in my truck we just might be able to use to warm up this here pow-wow. Who wants to help me unload?

That's like everyone happen on the wagon going to the orchard, and pickin' apples together

gathering

KIDS:

Me! Me, too!

(KIDS, EXCEPT FOR SCHEEME -- WHO IS STILL STUFFING HIMSELF -- GO WITH GINNY)

SCHEMER:

So I'm not a total failure?

STACY:

Oh Schemer, how could you be a failure? You keep trying so hard at everything, you can never really fail.

SCHEMER:

Hey, that's right. At least I try.

(AN EYE ON SCHEEME)

Which is more than I can say for some people.

(SCHEEME STOPS IN MID-BITE, TERRIFIED, AS SCHEMER ADVANCES ON HIM)

At least you keep trying. But the most important thing is to learn something from your mistakes so that next time will be better you'll be more prepared

SCENE 13 (CONT'D)

SCHEEMEE:

I was hungry!

SCHEMER:

Leaving me to get eaten  
by squirrels and moths...

SCEEMEE:

Uh, I'm not so hungry  
anymore. See ya!

(SCHEEME BOLTS, SCHEMER RUSHES  
AFTER HIM, GRABS BULLHORN, SHOUTS  
AFTER HIM BEFORE RUNNING)

Schemee!

(MURDER IN HIS EYES, SCHEMER GOES  
AFTER SCHEEME)

END